

LOADING THE GAME

Ensure that the tape is fully rewound and then load this game by entering:

Press the CTRL & ENTER (keypad) keys together. Start the tape and the game will load and run automatically upon completion of loading.

WARNING: Do not play this game. This game features 'Primary Imbalance' and may be injurious to mental health.

Well, you seem to have ignored my warning, so I'd better tell you something about this silly game.

THE GAME

"It was a Thursday afternoon at around 3 o'clock when the signal to go was beamed across the known universe. Boarding your supa-interspatial megagalactic craft you set off knowing full well that you are Mankind's last hope, but not at all sure that you remembered to lock the front door . . ."

Sorry, wrong game, let's try again.

"Wow are you hungry, and as you guide your snapping form around the maze you find fruit to devour, but look out! Those nasty ghosts are . . ."

Hum. No, that's wrong too, I'm sure I had it here somewhere . . . Ah yes here it is ...

BRIAN BLOODAXE. Conqueror of the Brits

It was pretty late in the week — probably Thursday, I should think, when Brian got bored. Well you'd get bored too, I can tell you, if you'd been stuck in a flaming great ice-cube floating about in the North Atlantic for a few centuries. Brian had reached a decision, not before time you might say as it had taken him around 500 years to formulate. But then Brian never was much of a quick thinker. "I'll invade the Brits ..." spluttered forth his excuse for grey matter.

So he did. Trouble is he chose a certain Tuesday in 1985AD when the entire population were either 'out to lunch', 'in a meeting', or on the edge of their seats about to be informed who exactly had shot Terry Wogan.

Not to be put off, Brian set forth to conquer.

Being an exceptionally sly creature Brian decided to choose one of three major invasion points around Britain, none of which were Hastings.

Oh yes, due to an old war-wound (and, some say, an inherent laziness) Brian can only carry three things at a time.

"Uh that's about it really.

"You sure?"

"Well, yeah. I think so."

"Haven't told them much have you?"

"No. S'pose not really. But they'll soon get the hang of it."

"What do you think those bird brains out there are going to be able to make their little ways around all 127 screens, each of which present a unique and mind boggling mental puzzle?"

"Yeah."

"And discover all the weapons, tools and goodies as well as how to use them?!"

"Hope so."

"And discover the point of the game?!!"

"Well, no. S'pose not really."

"Well aren't you going to tell them about how Brian's task is to get hold of the Crown Jewels and sit on the Throne with them?"

"Yeah, all right. But I'm not telling them the rest."

"What not even about the penguins?"

"Nope."

GAME CONTROLS

Keyboard:

START GAME — SPC (SPACE BAR)
RIGHT — SMALL ENTER KEY
LEFT — DECIMAL POINT
JUMP — NUMBER PAD 0
PICK UP/DROP — SPC BAR
FIRE/USE — CTRL KEY
ABANDON GAME — ESC

Joystick:

START GAME — FIRE BUTTON
RIGHT — JS RIGHT
LEFT — JS LEFT
JUMP — JS FORWARD
PICK UP/DROP — JS FIRE BUTTON
FIRE/USE — JS BACK

Using an object:

To use an object or select a weapon for use, you must first pick up the object or weapon. Then select it by pressing the '1', '2' or '3' keys on the pad (see the arrow which appears below the chosen object). You can then use the object or weapon by pressing the CTRL key or pulling the joystick backwards.

All the Edge software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned, with details and proof of purchase, directly to The Edge at the address shown below.

If the tape shows any form of damage, physical or due to use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not effect and is in addition to your statutory consumer rights.



31 Maiden Lane, Covent Garden, London WC2
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BRIAN BLOODAXE

by Charles Bystram

From The Edge

AMSTRAD 464/664

BRIAN BLOODAXE

by Charles Bystram from The Edge
Joystick may be used

The first ever game to feature 'Primary Imbalance'
Here are a few of its more balanced features:

Plane	Steam Hammer	Manhole Cover	Duck
Barrel 1	Sword	Mirror	Elephant
Barrel 2	Tank	Orb	Hand of God
Castle	Toilet	Pint of Lager	Knight 1
Coal Truck	Thunderbolt	Pool Pocket	Knight 2
Cruise Missile	Yorick	Pool Triangle	Loch Ness Monster
Cutlass	16 Ton Weight	Revolver	Miner
Dalek	Bag of Gold	Sceptre	Neptune
Dart	Ball and Chain	Shovel	Pig
Fork	Bomb	Tap	Pirate
Gate	Bone	Tap	Rat
Knife	Carrot	Toilet Seat	Robin Hood
Mac Truck	Chip	Treasure Chest	Rhino
Mini Car	Crown	Angel	Mad Scotsman
Porsche	Crucifix	Archbishop	Shark
Savage Platform	Detonator	Beekeeper	Skeleton
Scissors	H Bomb	Bunny	Snowman
Ship	Holy Grail (maybe)	Clockwork Orange	Turkish Soldier
Snooker Ball	Key	Dragon	Walking Bomb

Brian Bloodaxe features over 120 screens.

There are more than 300 foes, weapons and surprises.

A multitude of hidden traps.

The first game of its kind to have a complexity of a textural adventure.

Every screen presents a logical (or not so logical) problem.

"The thinking man's Manic Miner". Computer Trade Weekly, No. 16.

Each screen is somewhere in Britain ... well 'O' Level geography it may not be, but ...

Shows that 'lateral thinking' is not just what you do in bed, in the bath, or after a pint of lager ...

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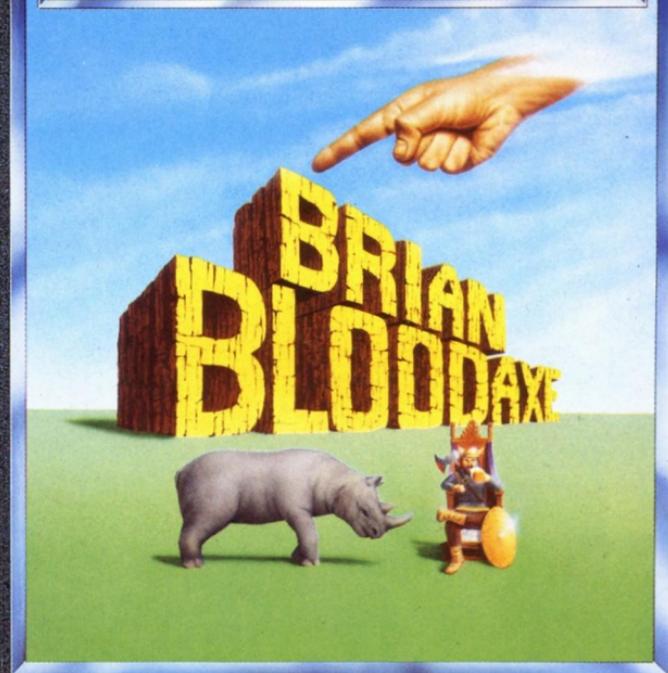
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BRIAN BLOODAXE

Amstrad CPC 464/664

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